MORE MOBIUS SECRETS IN SONIC'S WORLD!

No. 32 August 19th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

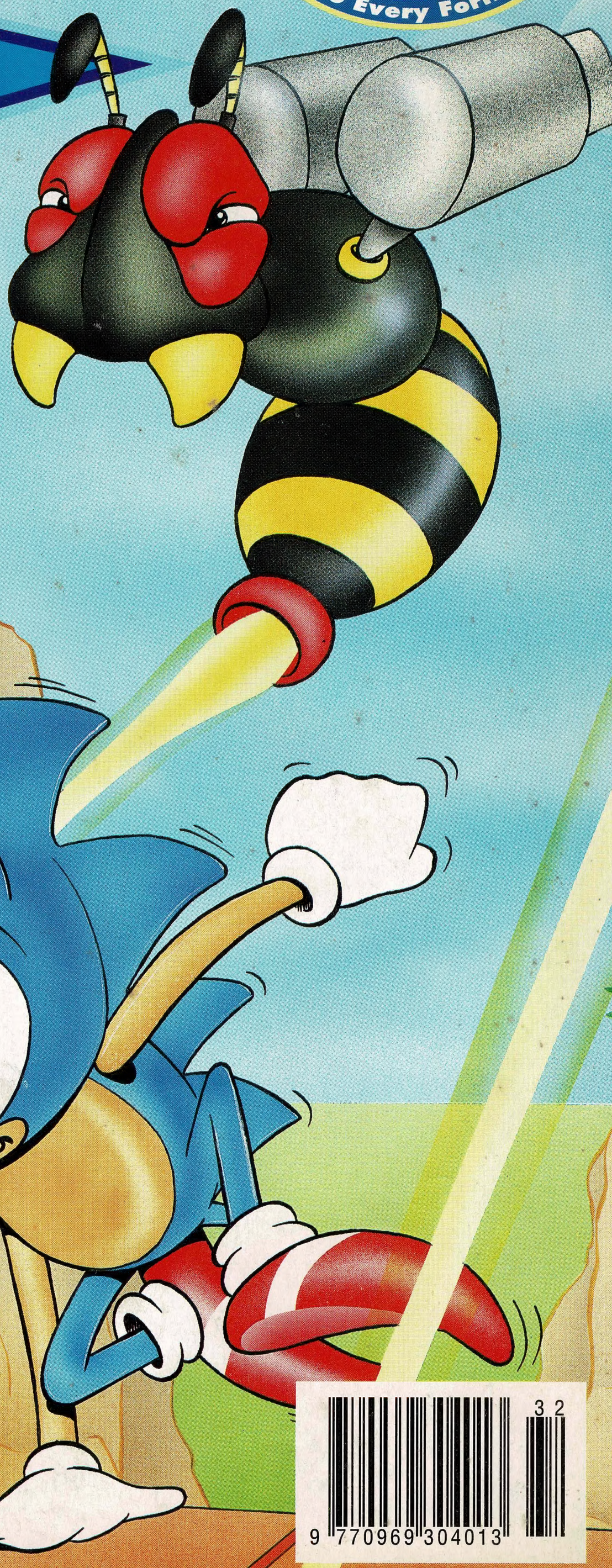
sonic the comic

starring SONIC THE HEDGEHOG™

SEARING ACTION WITH SONIC THE HEDGEHOG!

MONSTER MASH WITH MUTANT LEAGUE!

STAR GAZING ON PIRATE S.T.C!



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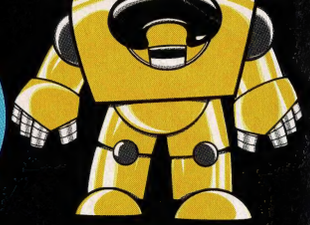
CHARTS • NEWS • Q ZONE • REVIEWS AND MORE!

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Isn't it about time *STC* featured some more free gifts? I thought you'd say yes! In that case, here's a big hint ... make sure you don't miss issues 34 and 35, you never know what you might find taped to the covers!

There are also further secrets revealed of the planet Mobius in the return of the popular *STC* series **Sonic's World.** B.A.R.F. operatives Cam 'n' Bert kick-off the series and they'll be followed by more stories providing you with the complete guide to Sonic and his weird world!

As well as part two of **Mutant League** and the latest transmission from **Pirate S.T.C**, the latest **Review Zone** provides a real feast for sports fans featuring action from the worlds of baseball, football and motor racing. The **Q Zone** is devoted exclusively over the next two issues to The **Eternal Champions**, so if any Boomers are having trouble completing this top game — we've got the solution you need!

Now go scan yet another mega-tastic issue, starting with a certain Hedgehog in *STC*'s latest **Sonic** sensation: The Unbeatable Foe! What are you waiting for?

Megadroid

Famous Gamers

Continuing *STC*'s coverage of Sega worshippers (or celebs who know their Game Gears), these popsters were snapped during the trio of **Sega/Capital Radio Roadshows** which took place in May (as featured in *STC 31*). But the question is: do you know who they are? Answers at the bottom of the page.

Answers: (1) Baddoys Inc., (2) Tony Di Bart, (3) E.Y.C., (4) Danni Minogue, (5) Kenny Thomas.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA — CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	FIFA INTERNATIONAL SOCCER
2	new	PETE SAMPRAS TENNIS
3	—	WORLD CUP USA '94
4	▼	VIRTUA RACING
5	▼	PGA EUROPEAN TOUR GOLF
6	▼	SONIC THE HEDGEHOG 3
7	▼	DUNE 2
8	—	NBA JAM
9	▼	SENSIBLE SOCCER
10	new	RYAN GIGGS WORLD CLASS SOCCER

MEGA-CD

1	RE	GROUND ZERO TEXAS
2	—	MORTAL KOMBAT
3	▼	SONIC CD
4	RE	MICROCOSM
5	RE	SILPHEED
6	RE	WWF RAGE IN THE CAGE
7	RE	CHUCK 2
8	▼	THUNDERHAWK
9	▲	NIGHT RTAP
10	RE	ROAD AVENGER

MASTER SYSTEM

1	▲	WORLD CUP USA '94
2	▼	JUNGLE BOOK
3	RE	SUPER MONACO GRAND PRIX
4	▼	MICRO MACHINES
5	RE	WONDERBOY
6	▼	THE SIMPSONS
7	▲	SHINOBI
8	RE	G-LOC
9	RE	BATMAN RETURNS
10	new	SPEED BALL 2

GAME GEAR

1	new	WORLD CUP USA '94
2	▼	JUNGLE BOOK
3	▼	MICRO MACHINES
4	new	OUTRUN EUROPA
5	▲	NBA JAM
6	▲	PGA EUROPEAN TOUR GOLF
7	new	SOLITAIRE POKER
8	RE	SENSIBLE SOCCER
9	▼	DESERT STRIKE
10	RE	WORLD CLASS LEADERBOARD

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- **Publisher:** Chris Power

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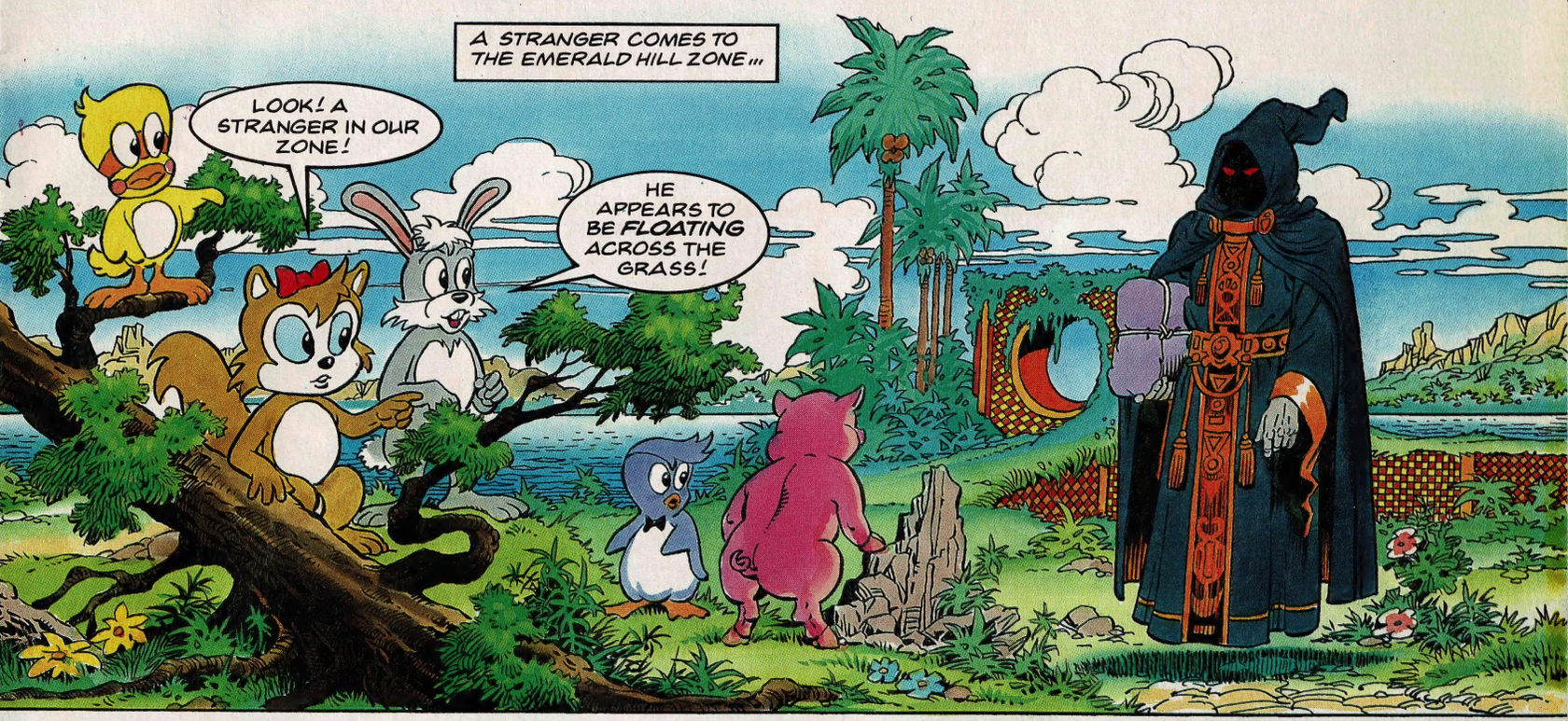
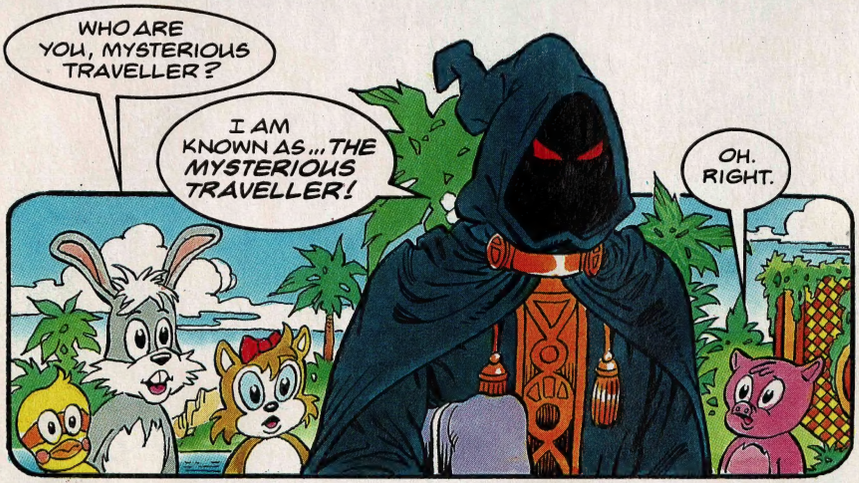
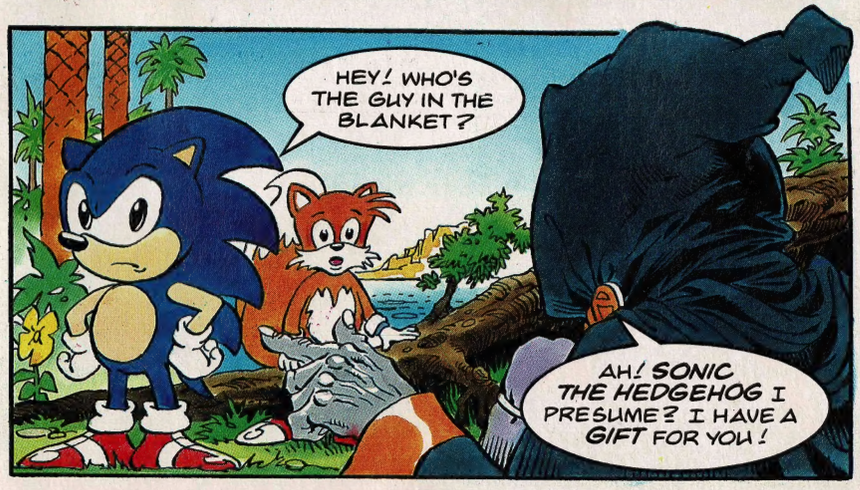
SONIC THE HEDGEHOG™

The Unbeatable Foe

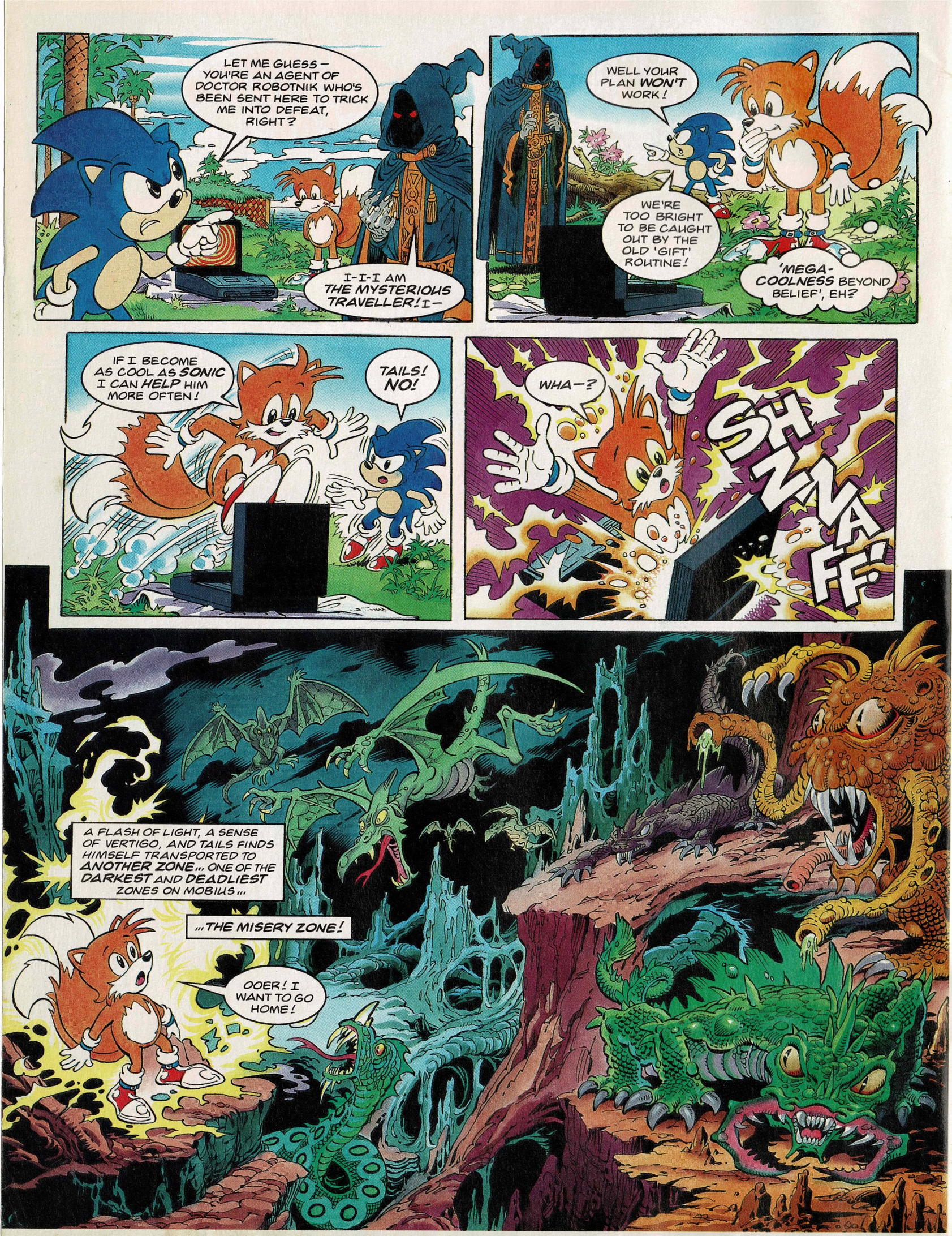
Script: Lew Stringer
Art: Casanovas
Lettering: Ellie de'Ville







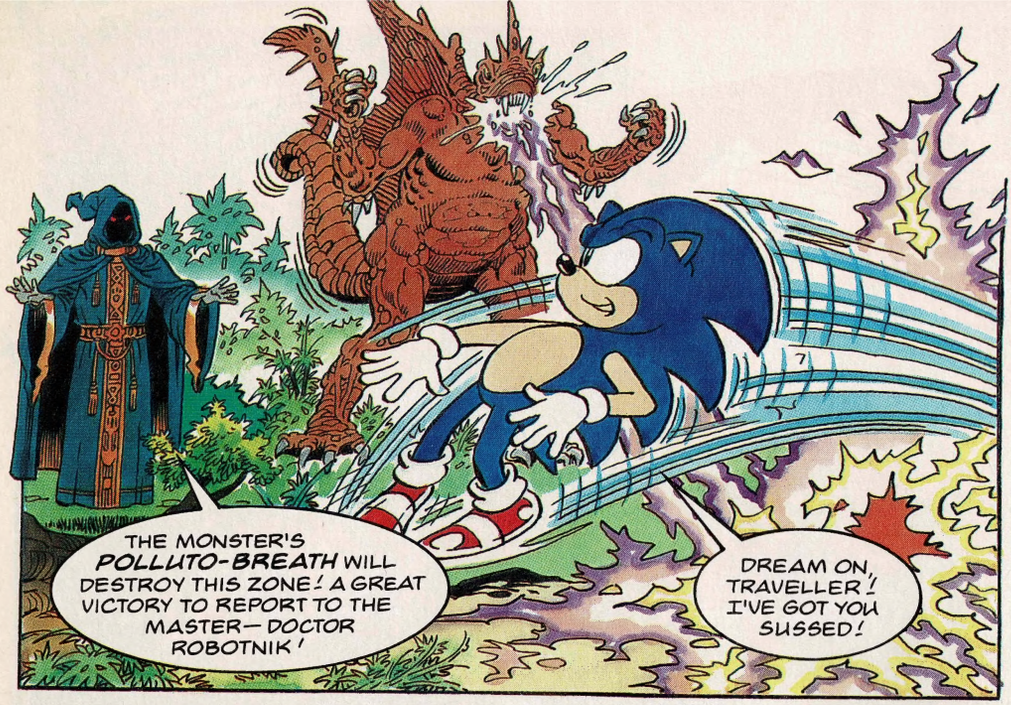
BEHOLD! LEAP ONTO THIS MONITOR AND YOU WILL GAIN MEGA-COOLNESS BEYOND BELIEF!
WOW!
GET REAL! I COULDN'T GET ANY COOLER WITHOUT A SEVERE DROP IN TEMPERATURE THROUGHOUT THE ENTIRE UNIVERSE!

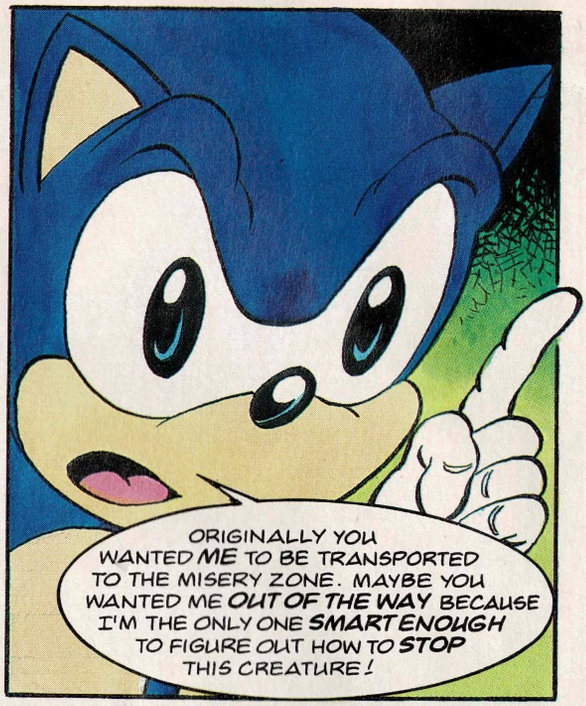

LET ME GUESS – YOU'RE AN AGENT OF DOCTOR ROBOTNIK WHO'S BEEN SENT HERE TO TRICK ME INTO DEFEAT, RIGHT?
I-I-I AM THE MYSTERIOUS TRAVELLER! I–
WELL YOUR PLAN WON'T WORK!
WE'RE TOO BRIGHT TO BE CAUGHT OUT BY THE OLD 'GIFT' ROUTINE!
'MEGA-COOLNESS BEYOND BELIEF', EH?
IF I BECOME AS COOL AS SONIC I CAN HELP HIM MORE OFTEN!
TAILS! NO!
WHA–?
SHNAFF!
A FLASH OF LIGHT, A SENSE OF VERTIGO, AND TAILS FINDS HIMSELF TRANSPORTED TO ANOTHER ZONE... ONE OF THE DARKEST AND DEADLIEST ZONES ON MOBIUS...
...THE MISERY ZONE!
OOER! I WANT TO GO HOME!

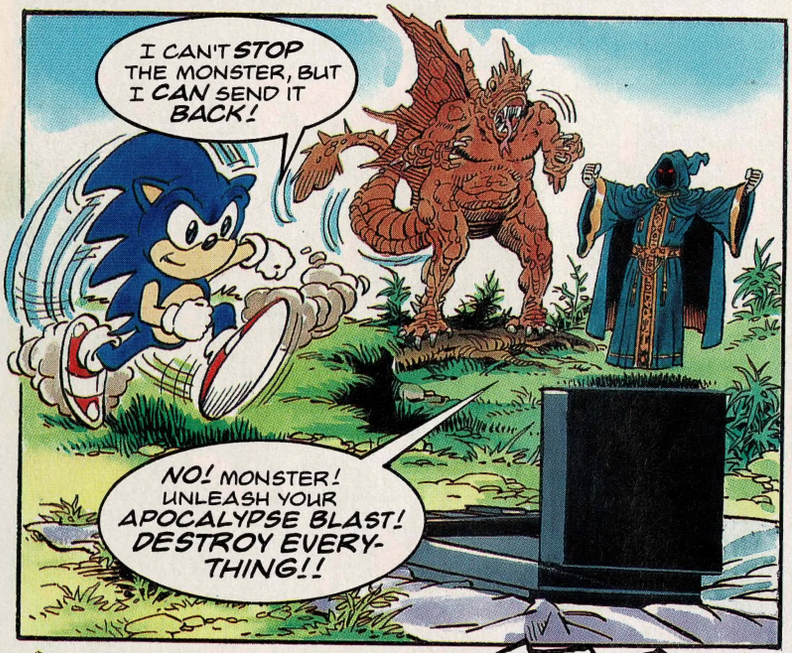
BACK AT THE EMERALD HILL ZONE ...
RRRAAGHH!
YOU WERE RIGHT, SONIC! I AM WORKING FOR DOCTOR ROBOTNIK ... AND YOUR FOOLISH FRIEND TAILS HAS FALLEN INTO THE TRAP PLANNED FOR FOR YOU!
EXPLAIN, CREEPO!
THE MONITOR IS A UNIQUE INTER-ZONE EXCHANGER! ROBOTNIK BUILT IT TO FREE THE DEADLIEST MONSTER FROM THE MISERY ZONE... BUT IT COULD ONLY BE OPERATED IF SOME FOOL TOOK ITS PLACE ...
... YOUR FRIEND TAILS WAS THAT FOOL!
FOOSH!
REMIND ME TO THANK HIM WHEN I SEE HIM AGAIN!
YOU WILL NEVER SEE HIM AGAIN! TAILS CANNOT ESCAPE FROM THE MISERY ZONE ...
... AND THIS CREATURE IS UNBEATABLE!
DUMPH!
OOF! WE'LL SEE ...

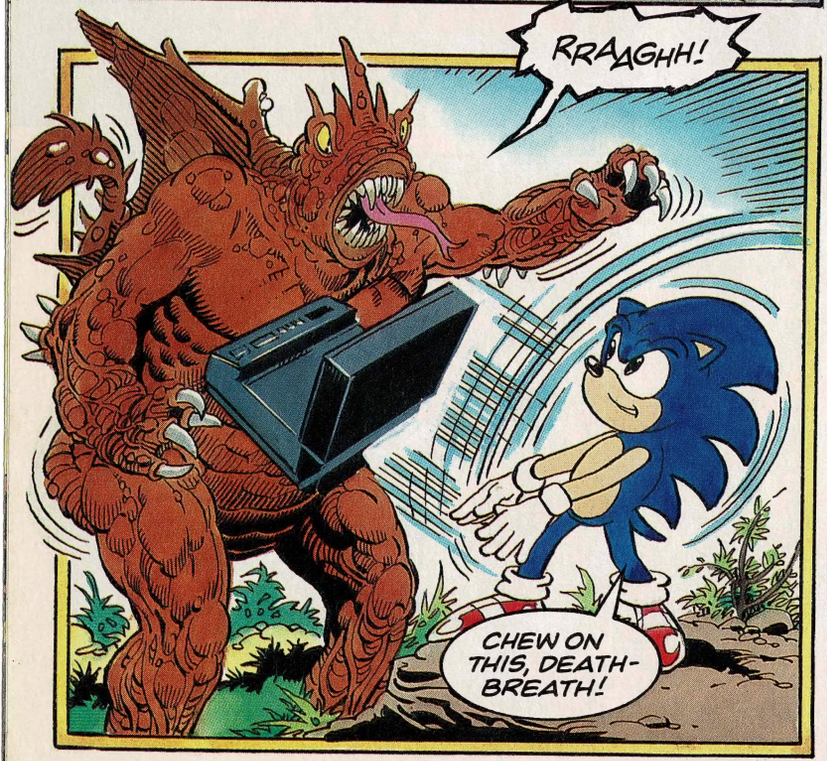
SONIC ISN'T THE ONLY ONE HAVING A BAD DAY...
SKREE!
SKREE!
I GET THE DISTINCT IMPRESSION THAT MYSTERIOUS TRAVELLER WAS FIBBING ABOUT THAT MONITOR!
I MEAN, IF THIS IS BEING MEGA-COOL, I THINK I'D PREFER TO STAY UNCOOL!
SSKKRAA!
SPEAKING OF MEGA-COOL...
THERE'S GOTTA BE SOME WAY TO STOP THIS CONTENDER FOR AN UGLY CONTEST!
FOOOSHH!
THE MONSTER IS INDESTRUCTIBLE! IT EXISTS ONLY TO DESTROY!
IT'S CERTAINLY NOT GOING TO BE BEATEN BY SOME BLUE HEDGE-HOG! HAHAHA!
UGGH! I'M NOT JUST SOME BLUE HEDGEHOG, TRAVELLER...
...I'M THE BLUE HEDGEHOG— SONIC!
DON'T BUG ME!

WHAMM!
ARRRGHH!
YAY FOR SONIC! THE MONSTER'S DOWN!
IT'S UP AGAIN! RUN!
RRRAARRGH!
THIS IS NOT GOING WELL!
RROARR!
OKAY, YOU'RE INVINCIBLE... BUT ARE YOU HAPPY?
I THINK NOT!
THOOOMM!


THE MONSTER'S POLLUTO-BREATH WILL DESTROY THIS ZONE! A GREAT VICTORY TO REPORT TO THE MASTER— DOCTOR ROBOTNIK!
DREAM ON, TRAVELLER! I'VE GOT YOU SUSSED!

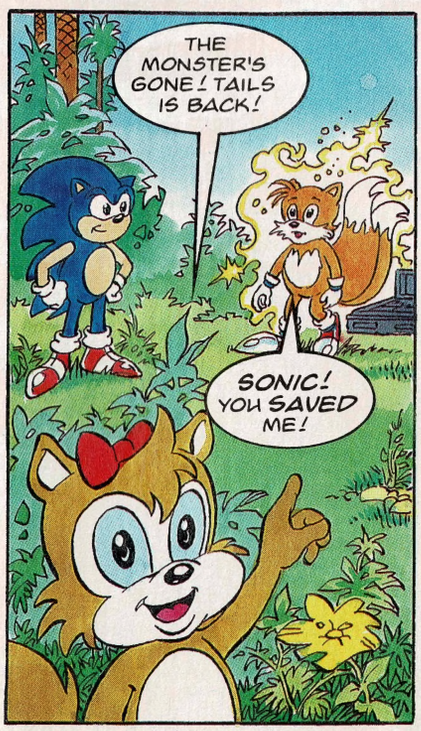

ORIGINALLY YOU WANTED ME TO BE TRANSPORTED TO THE MISERY ZONE. MAYBE YOU WANTED ME OUT OF THE WAY BECAUSE I'M THE ONLY ONE SMART ENOUGH TO FIGURE OUT HOW TO STOP THIS CREATURE!

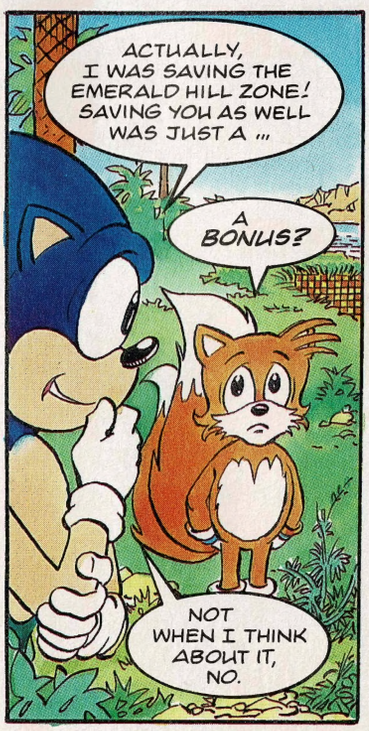

I CAN'T STOP THE MONSTER, BUT I CAN SEND IT BACK!
NO! MONSTER! UNLEASH YOUR APOCALYPSE BLAST! DESTROY EVERY-THING!!

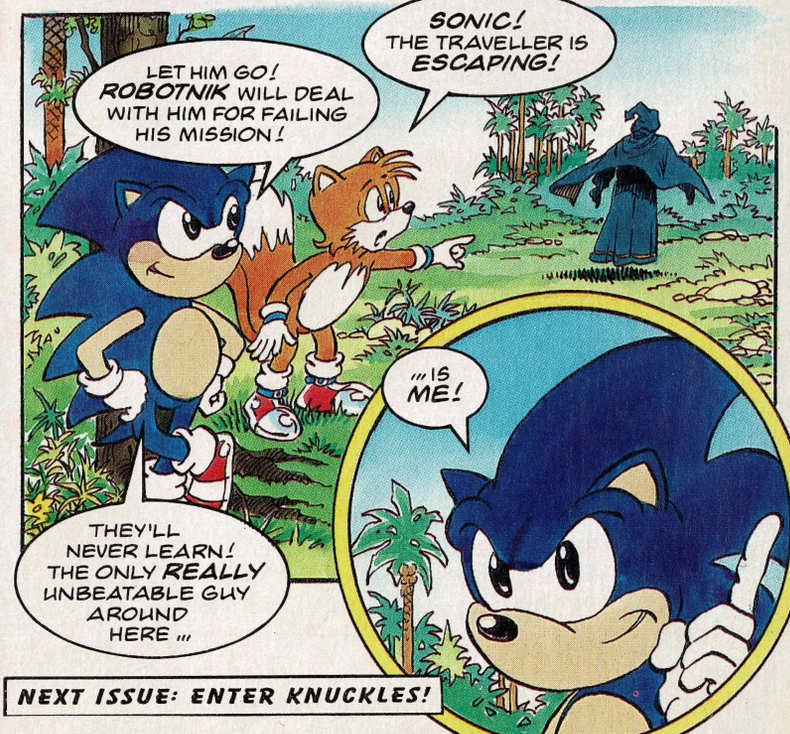

RRAAGHH!
CHEW ON THIS, DEATH-BREATH!

THE MONITOR HITS THE CREATURE AS IT UNLEASHES ITS TERRIBLE APOCALYPSE BLAST...
RRROAARR!
SHZAFF!

...TRANSPORTING THE CREATURE BACK TO ITS OWN ZONE, AND THE FULL FORCE OF THE BLAST ON ITS EVIL INHABITANTS!
FWA-BOOOMM!
SKRREEEK!
RRAAGHH-UH?
AAAIIE!






SONIC! THE TRAVELLER IS ESCAPING!
LET HIM GO! ROBOTNIK WILL DEAL WITH HIM FOR FAILING HIS MISSION!
...IS ME!
THEY'LL NEVER LEARN! THE ONLY REALLY UNBEATABLE GUY AROUND HERE ...

NEXT ISSUE: ENTER KNUCKLES!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewers this issue: Jenny Fromer & David Gibbon.

RBI BASEBALL '94

game type: SPORTS
1-2 PLAYERS

MD

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

Every year for the past five years, Tengen have released an **RBI Baseball** game in the USA. Each year, over 250,000 copies are sold. Each year, the game gets bigger, better and faster than the previous year. **RBI Baseball '94** plays more or less the same as the last game in the series, although the graphics have been improved dramatically. Tengen have also acquired the MLBPA (Major League Baseball Players Association) licence and have programmed in the real statistics for over 800 actual US players (none of who are recognis-able over here!).

The game is overflowing with options. The main menu allows you not only to select a series of normal games, but you can also practice your fielding, running and defensive skills, as well as other options such as creating your own dream team and going on a stadium tour. All the 28 Major League baseball teams featured in the game have their own stadiums, each one having its real name. However, each stadium looks exactly the same as the others (something wrong there!`). **RBI Baseball '94** has three difficulty levels; the easy level places an 'X' on the pitch indicating where your fielder should stand to catch the ball. For some reason a 'Crazyball' option is included which allows you to exchange the normal sound effects for frivolous ones. Totally pointless!

Once you start playing **RBI** you'll immediately notice the high quality graphics. They have been Rotoscoped to enable them to look and move like human beings (the same technique was used in the award-winning game *Flashback*). The on-screen radar helps enormously when you're trying to place your fielders ready to catch the ball, which is unusual as they're normally a waste of time (especially in footie games!). If you've selected to play a whole season then be prepared as it takes ages to finish. Luckily, however, there is a password system so you can continue at a later date.

RBI Baseball '94 is full of stats, has real in-depth gameplay and complete up-to-date data. In short, it's the best baseball simulation around. - DG

FAST FAX

PUBLISHER: TENGEN
PRICE: £44.99

GRAPHICS 90
SOUND 74
PLAYABILITY 87

RAVES
The most detailed, in-depth baseball game around.

GRAVES
Will only appeal to baseball enthusiasts

OVERALL 84%

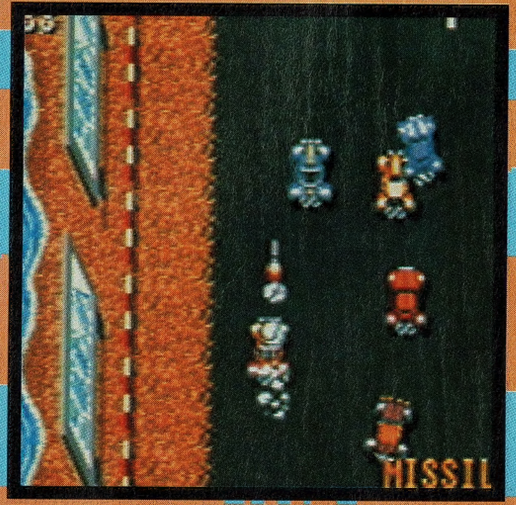
COMBAT CARS

game type: ACTION
1-2 PLAYERS

MCD

When Codemasters first launched *Micro Machines* in 1993, Mega Drive users get to taste some of the best playability ever seen in a video game. **Combat Cars** is the first game to be released that plays and looks like *MM*, albeit in a slightly different way -- and from a different publisher! It's an overhead racing game (like *MM*), but you've also got weapons to blast the opposition away (they do come back, though) or blind them for a while.

On starting you can choose either a one or two-player game. The two-player option gives you the chance to race either a split-screen head-to-head game, or you can join forces to blast away your



opponents. Eight drivers are available and each one has his/her own personality and varying skills. These include road handling (vital when speeding around tight corners), speed and acceleration. Each driver also has one limited weapon ranging between homing missiles to mine traps; the weapon has a limited use, but it does rebuild itself during play.

With 24 gruelling race tracks in six different locations. each with four laps, there's plenty here to keep you going for a long time. Unlike *Micro Machines*, the locations are set in such places as a sandy beach, a treacherous mountain range and icy snowtops. Once the race is underway you'll find the **Combat Cars** plays very similarly to *MM*. However, what makes this game much more difficult is the handling of the car. The first track is really easy, but after that you'll find that if going around a tight corner, the car will skid into the side of the road, and before you know it you're in last position instead of first. You need to finish in the top two positions to qualify for the next race. This can prove difficult if you have slid to last place. Prize money will be awarded if you complete the race successfully, the amount depending on your time.

After each race you will enter a shop where you get the opportunity to purchase items to improve your road handling, speed, acceleration and weapons. The game features some excellent upbeat soundtracks which will have your toes tapping away! **Combat Cars** is a really addictive and challenging *MM* clone, but what prevents it getting a really high rating is that it's too hard (and the fact that you only have one life). If you can live with these then it's an essential purchase, otherwise wait for *Micro Machines 2*. - DG.

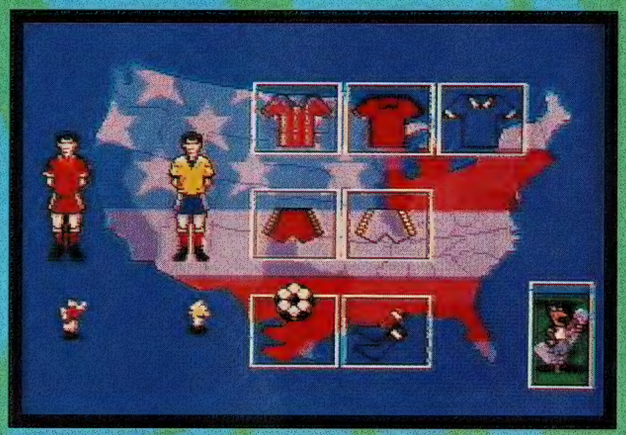
WORLD CUP USA '94

game type: SPORTS

1-2 PLAYERS

If you're looking for a soccer sim, there are no end of games currently on the market. US Gold have secured the official nod from the World Cup for **World Cup USA '94** and have arranged a timely release to coincide with the tournament itself. By doing this they have repeated a rare feat, first achieved with *Winter Olympics*: top sponsor, naff game!

Certainly **World Cup** lovingly re-creates the exact groups currently competing in the US of A, and offers no end of customising options. Indeed, negotiating your way through these options is a lot tougher than getting to grips with the game itself. The choice of icons for setting up the gameplay are so confusing that you'll need the manual near at hand. And after all, what's the point of changing your kit design or honing your players' skills when the great teams (Brazil, Germany, Italy) play the same type of football as the 'minnows'?

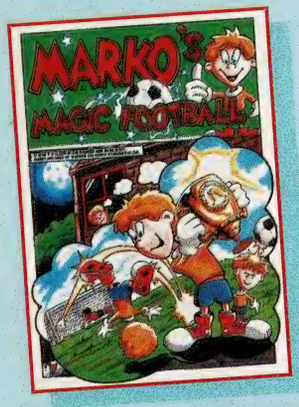


The problem with **WC USA '94** lies mainly with it's unsophisticated graphics and partial view of the pitch from above. The game lacks the fluid movement and tactical play of the likes of *FIFA International Soccer* and *World Cup Striker*, and offers nothing new to compensate for this. While it's easy enough to play -- I reached the semis on only my third attempt -- there are some bugs in the system which can make it all very frustrating.

For instance, taking a free kick is a nightmare. To begin with, when you have a shot on goal, it is impossible to bring other players forward to help out. If you elect to shoot, the ball floats lamely into the area, and if you want to pass, it drifts somewhere wide of goal. Another particularly annoying feature is that any tackle seems to result in the victim running into the tunnel, clearly too injured to continue.

Basically, for a hot new release, **World Cup USA '94** is sadly tired. I found it most reminiscent of Anco's *Kick-Off* which is now four years old. It is particularly disappointing that the gamer's knowledge of World Cup football has absolutely no relevance. With so many footie games available to choose from, my advice would be to seek out something much less dull. - JF.

MARKO'S MAGIC FOOTBALL



Boots

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SEGA MEGA DRIVE

DOMARK®

No purchase necessary. Offer available whilst stocks last.

MUTANT LEAGUE™

Bring Me The Head of Coach Brikka PART 2

SCRIPT: Steve White/ Brian Williamson

ART: Anthony Williams/ Brian Williamson

LETTERING: Tom Frame

WELCOME BACK! WE'RE HERE IN GEIGER COUNTY FOR THE MUTANT FOOTBALL LEAGUE'S XXIV SUPER-BOWEL, SPONSORED BY DIET SMEG— THE PASTE OF A NEW GENERATION.
AT THE END OF THE THIRD QUARTER, THE MIDWAY MONSTERS WERE LEADING THE SLAYCITY SLAYERS 419 TO 386. BUT IN AN INSPIRED CHANGE OF TACTICS THE SLAYERS' CAPTAIN, K.T. SLAYER, HAS LEFT THE ARENA IN POSSESSION OF THE HEAD OF THE MONSTERS' COACH!
K.T. LEAVES BEHIND HIM AN ARMY OF HIRED FREELANCE PLAYERS RUNNING INTERFERENCE AGAINST BONES JACKSON AND HIS MIDWAY MONSTERS!
IS THAT A FOUL PLAY, CHUCK?
TOUGH CALL, BOB.
TOUGH CALL, INDEED, BUT NOT AS TOUGH AS IT WILL BE FOR THE MIDWAY MONSTERS ONCE I, ZALGOR PRIGG, GET ACCESS TO BRIKKA'S KNOWLEDGE AND TACTICAL SKILLS! BWAAHAAHAA!*
*THERE'S ALWAYS ROOM FOR A BWAAHAAHAA.

Z.P. ? K.T., E.T.A. A.S.A.P., A.O.K. ?*
...FLIP-BLATTING STRINGY CHEESE CHEAP IMITATION COMFORTABLE SHOES NAPPY RASHIN'...
*GO FIGURE...
BRIKKA'S BRAIN WILL BE HERE SHORTLY. HOW IS YOUR WORK PROGRESSING, DOCTOR WIZZ ?
SMOOTHLY, ZALGOR...
...ONCE WE HAVE SYPHONED BRIKKA'S CEREBRAL SKILLS, THEY WILL BE LOADED INTO MY TEAM OF INVINCIBLE BATTLE DROIDS! BWAHA-
THERE'LL BE PLENTY OF TIME FOR HILARITY LATER. FOR NOW, LET US RETURN TO THE DESTRUCTION OF THE MIDWAY MONSTERS.*
*OKAY, SO THERE ISN'T ALWAYS ROOM FOR A BWAAHAAHAA.

ENOUGH PLOT DEVELOPMENT, LET'S GET RIGHT BACK TO THE ACTION! BONES AND THE MIDWAY MONSTERS SEEM TO BE FACING INSURMOUNTABLE ODDS. HOW DO YOU SEE IT, BOB?
ER, QUITE REMARKABLE, CHUCK. IT DOES LOOK AS IF IT COULD BE ALL OVER FOR THEIR CAPTAIN, BONES JACKSON.
BUT WE'LL BE RIGHT BACK AFTER THESE IMPORTANT MESSAGES...
SUPERBOWL XXVI SPONSORED BY DIET SMEG, THE PASTE OF A NEW GENERATION!*
DIET SMEG
*NOW WITH NUTRASWEAT T.M.!
L.A. Gimp
JUST DO IT!
TOO MANY DURNED ADVERTS ON TELLY THESE DAYS!
AND NOW WE RETURN YOU TO SUPERBOWEL XXIV...
ARE YOUR PARENTS POOR? IS YOUR LIFE IN THE TOILET? ARE YOU A DWEEB?
L.A. Gimp
HIT THE HUT!
THE DEEP PAN GOURMET PIZZA COMPANY EXPRESS HUT
SPONSORED BY THE DUKES OF BIOHAZARD "SLICE O' PUKE" RESTAURANT.

"...WHERE BONES JACKSON IS ABOUT TO GET A FACEFUL OF FIVE!"
"OH, EXTRAORDINARY!"
HUH?
SCHLUUUK!
"BONES HAS BEEN SAVED BY THE RAZOR KID! AND HE'S NOT EVEN IN THE GAME!"
I DON'T WANT TO SOUND UNGRATEFUL, BUT WHAT GIVES?
BET HEAVY ON THE MONSTERS TO WIN...
...DON'T LIKE TO LOSE.
WELL, THANKS, WE COULD DO WITH THE HELP. BUT, BOY, YOU'RE GONNA HAVE TO EARN THAT BET.
SHEESH! TELL ME ABOUT IT...

TIME OUT! TIME OUT!
...AND WITH THIS TIME OUT BY THE MONSTERS, LET'S LOOK AT HOW THE GAME STANDS. SO FAR, 89 CONFIRMED KILLS, INCLUDING 53 INNOCENT BYSTANDERS. THE LAWSUIT METER IS AT $25 MILLION, AND THERE'S A DENTIST ON HAND FOR TWO LOOSE FILLINGS...
HOT DOGS! REALLY QUITE WARM RAT! PORK SCRATCHINGS! TAPIOCA ON A STICK!
OKAY, WE'RE GONNA USE THE 38-22-36 PLAY...
THIS IS NO TIME TO WORRY ABOUT MY MEASUREMENTS!
PLAAAY BAAALLL!
WHERE'S THE KID?
SIGH... IT'S GAME CODE, BRENDA. IT MEANS THAT GRIM, RAZOR, YOU, THE COACH AND ME MAKE A BREAK WHILE THE OTHERS GLORIOUSLY LAY DOWN THEIR LIVES IN A FUTILE EFFORT TO BUY US TIME.
KA-BOOOM!
RIGHT HERE, BONES.
WHAT D'YA THINK OF THE NEW QUARTERBACK?
AND THE CROWD GOES WILD!
NEXT ISSUE: MOBILE BONES!

NEWS Zone

Newshound: *Garry Penn.*

SONIC & KNUCKLES: THE DREAM TEAM?

NEW SONIC GAME HOLDS BIG SURPRISES

Get ready, Sonic Boomers, the next Sonic game is on the launch pad and heading your way this autumn. It's called **Sonic & Knuckles**, its for the Mega Drive and it's due out on October 18th. It also holds a big surprise.

Not only will you be able to play as either Knuckles or Sonic but you will also be able to 'affect Knuckles' movements' in *Sonic 3!* How is this done? Even our friends at Sega were remaining tight-lipped about this as we went to press. All they would say is that **Sonic & Knuckles** is 'backwards compatible' with *Sonic 3.*

The *STC* boffins can only speculate on the meaning of 'backwards compatible' (which, in basic terms, means it will work with *Sonic 3* in some way). One possibility is that **Sonic & Knuckles** will be that rarest of beasts, a plug-through cart. This means that there will be some method of plugging your *Sonic 3* cart into it and, using the circuitry in **Sonic & Knuckles**, gain some form of enhanced gameplay.

All this is speculation, of course, and *STC* will bring you more news of this exciting development as soon as we get it. Meanwhile watch out as Knuckles blasts into Sonic's comic strip in the next issue of *STC!*

JURASSIC PARKING!

DINOSAUR RACERS FROM CODEMASTERS

Following news of Core Design's **BC Racers** for the Mega-CD and Mega Drive 32X (see STC 31), owners of standard Mega Drives may have felt a little left out. Well, they need not worry, for Codemasters' **Dino Racers** looks as though it will more than adequately fill the gap.

Dino Racers' 3D competition features a choice of eight characters, eight different scenes (including Glacial, Desert and Jungle islands), a healthy selection of power-ups, and a split-screen for two players. But, get this: the racers don't have wheels — they haven't been invented yet! Instead, the players sit on top of dinosaurs and have the advantage of using a club to bash opponents!

Dino Racers is due for release at the end of this year.

THE SIMPSONS STRIKE BACK

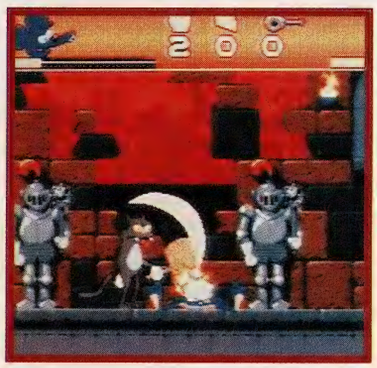
AMERICA'S MOST FAMOUS DYSFUNCTIONAL FAMILY RETURNS

As promised in STC 23, here are further details of Acclaim's two new games based on the top television show, the Simpsons: namely **Virtual Bart** and **Itchy And Scratchy.**

In **Virtual Bart**, Bart Simpson finds himself trapped in six different Virtual Realities — effectively making **Virtual Bart** a collection of simple games to be completed if Bart is to return to normality(!).

Game one, Jurassic Bart, sees our hero's head stuck on to a dinosaur's body, and he has to use his tail to fend off prehistoric predators and his family. In Game two, Baby Bart, the poor lad's a tot who has to swing between tree branches, avoiding animals if he's to reach an ice-cream van.

In the Pork Factory, Bart's a pig caught up in Krusty the clown's pork processing plant, dodging workers, a cattle-prod-wielding Krusty and the factory's deadly machinery if he's to free his porcine pals. In complete contrast, to spice up the annual school photograph, Bart has to throw tomatoes at his fellow Springfield School pupils.



Mount Splashmore, Springfield's famous water-park, is the setting for a 3D race down a tube, with Bart bypassing anyone stuck inside. There's a 3D race of a different sort to be won in the aftermath of Springfield's nuclear reactor

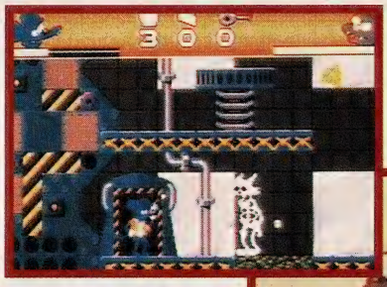
overloading, with Bart on a motorbike fending off attacks from the town's crazed residents.

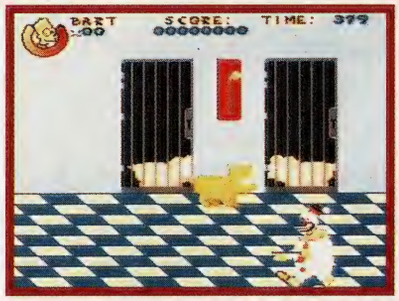
Itchy And Scratchy is a much more focused game, with the player controlling the mouse Itchy and failure meaning that the cat Scratchy can actually get his own back on his rodent 'friend' for once.

This bizarre beat-'em-up is spread over seven strange stages: a factory filled with conveyor belts and crushers, a Mediaeval castle with catapults and maces; a building site with cranes and girders, a Spanish galleon (including an underwater section), the Wild West, and a (predictable perhaps) pre-historic setting. Oh, and there's a secret stage to complete at the end of it all.

Equipment used by Itchy and Scratchy to bash each other senseless includes hammers, cutlasses, ray-guns, chain-saws and bazookas. And it's all presented in an anything-can-happen-but-no-one-actually-gets-hurt cartoon-style way.

Virtual Bart and **Itchy And Scratchy** are both released on the Mega Drive in September, with a Game Gear version of **Itchy And Scratchy** due sometime in October.





SHORT BURSTS

THE X-FACTOR

We've called it the Mega 32, the Mega Drive 32 and the Mega 32X. Now Sega's hot new add-on for the Mega Drive (see previous News Zones) has an official name - the Mega Drive 32X. Now you can sleep peacefully at nights.

Mega Drive 32X

BATMAN RETURNS (AGAIN)

One of the latest additions to Acclaim's collection of film licences coming to the Mega Drive (including **True Lies** and **StarGate**, as revealed in STC 23) is **Batman Forever**, the third Batman film. Unfortunately, work has only just begun on the film, so there's no telling when the game will eventually appear or even what it will be like.

COMPUTER CONVERSIONS

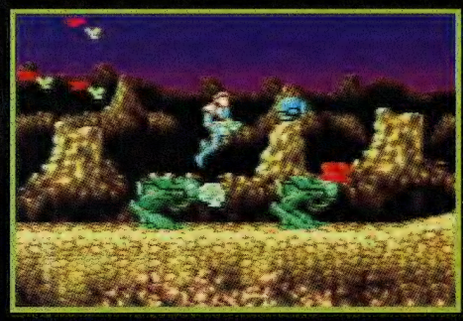
Archer Maclean's **Dropzone** (the hard' n' fast blast out now on the Game Gear through Codemasters) is coming to the Mega Drive courtesy of Psygnosis. Look out for it later this year. Also on the carts is a Mega Drive conversion of the hit Amig run'n'jump'n'hack'n' slash romp, **Second Samurai**. The graphic style has been adapted and updated to make the whole thing look a little more like a Japanese game.

THINK FLINK

A far cuter proposition is Psygnosis' **Flink**, star of what is certainly one of the prettiest Mega Drive releases yet. The bulk of the action entails running and jumping over different types of platform and through more than 50 colourful fantasy levels, shooting adversaries (the locals have been turned crazy by a mysterious fog), and collecting objects to aid the solving of the occasional puzzle. There's also the chance to mix spells with ingredients acquired during Flink's travels. **Flink** will be available in September.

HARD TO THE CORE

Also from Psygnosis is **Hardcore**, yet another run'n'jump'n'blast for the Mega Drive (and maybe the Mega-CD). The action, spread across six levels of a maze-like environment, involves shooting heavily-armed robots and androids and anything else that pops up its head. As you'd expect there are plenty of power-ups to collect, but who'd have thought they'd be driving a jeep with a big cannon, taking out enemy tanks, helicopters, planes, missile bases and most of the scenery, even, in two 'bonus' stages viewed not from the side (like the rest of the action) but from above. **Hardcore** should be out on the Mega Drive in September.



YOU NEED PROBOTECTION

And speaking of running, jumping and blasting ... Konami's **Probotector** is shaping up for release at the end of this year on the Mega Drive. The original **Super Probotector** for the SNES is regarded as one of the best games of its type, but Konami want to make the Mega Drive version even better with more of everything that makes running, jumping and blasting such great fun, including a host of the freakiest adversaries seen yet.

AT LONG LAST YOU CAN ENTER THE...

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SONIC'S WORLD

NEW SERIES

FEATURING
CAM 'N' BERT B.A.R.F.*
SEARCH 'N' REPAIR OPERATIVES
* BADNIK ARMY REPAIR FUNCTIONARIES
IN
NO MORE MR. NICE BUG
PART 1

Script: Mark Eyles
Art: Mike Hadley/ John M. Burns
Lettering: Elitta Fell

SONIC IS TESTING ONE OF PORKER LEWIS' INVENTIONS IN THE GREEN HILL ZONE.
IT'S REPROGRAM TIME FOR YOU, MOTO BUG.
I WONDER IF THIS IS WHAT PORKER MEANT BY 'REPROGRAMMING'?
I THOUGHT THE BADNIKS WERE SUPPOSED TO CHANGE INTO NICENIKS. NOT PILES OF SCRAP.
REPAIR SQUAD TO GREEN HILL ZONE.
THAT BLOOMIN' BLUE HEDGEHOG'S BEEN AT IT AGAIN, CAM.
IT'S WHAT B.A.R.F.* IS FOR, BERT...
...SEARCH AND REPAIR OPERATIVES GO-GO-GO.
*BADNIK ARMY REPAIR FUNCTIONARIES.
CLICK

GOING DOWN!
AH, THE BARFMOBILE.
EEEOOOEEEOOOO
LAUNCH SEQUENCE ACTIVATED. LAUNCH PAD PREPPED.
CAMEMBERT B.A.R.F.
SEARCH & REPAIR OPERATIVES
COUGH
SPLUTTER
CAK CAK CAK
CAK CAK CAK.
OUR MISSION IS TO REPAIR SOME BADLY DAMAGED MOTO BUGS.
NO.3 HAMMER FOR MOTO BUGS.

THE MOTO BUGS ARE HERE.
DO WE LOOK STUPID, TIN BRAIN?
GO OIL YOURSELF. B.A.R.F.'S ON THE JOB.
I'LL RUN SOME TESTS ON THE PORTABLE. YOU GET RIVETTING.
RIGHT.
IVO'S CORSET! THIS LOOKS BAD.
DON'T WORRY, I'LL SOON HAVE IT STRAIGHTENED OUT.
NOT THAT, YOU GREAT NOO-NAH. LOOK AT THE SCREEN.
HAVE A NICE DAY...
THESE MOTO BUGS HAVE BEEN INFECTED BY A NICENIK COMPUTER VIRUS. ALL THEIR BADNESS HAS BEEN ERASED.
SOUNDS LIKE A JOB FOR MY NO. 1 HAMMER.
CLUNK!

RAT SPIT! IT'S GOING TO TAKE AGES REPROGRAMMING BAD BEHAVIOUR BACK INTO ALL THESE MOTO BUGS.
IMAGINE AN ARMY OF NICENIKS! UGH! IT'S TOO HORRIBLE TO THINK ABOUT.
I'M GOING TO THINK ABOUT HAMMERING INSTEAD.
BREATHE IN THOSE INVIGORATING FUMES! A JOB WELL DONE, BERT. THE GREAT ROBOTNIK CAN REST EASIER IN HIS BED KNOWING THAT THE DESTRUCTION CAUSED BY HIS BLUE ADVERSARY HAS BEEN UNDONE.
YEAH. UH. SURE, CAM. UNDONE.
WHAT DO YOU WANT, METAL HEAD?
TWO. TWO MISSING. TWO OF THE MOTO BUGS ARE MISSING.
YOU MEAN YOU LET THEM ESCAPE AFTER THE BLUE HEDGEHOG TURNED THEM INTO NICE-NIKS. NOW WE'RE GOING TO HAVE TO TRACK THEM DOWN.
OUR GLORIOUS LEADER WILL HEAR OF THIS AND HAVE YOU SCRAPPED.
LET'S SCRAP HIM OURSELVES.
GOOD IDEA, BERT. WE'LL SAVE THE GOOD DOCTOR THE TROUBLE.
NEXT ISSUE: NICENIKS CAN BE NASTY TOO.

Speak out Zone

STC's roving reporter Chris Jones hits the road to find out what you have to say about important topics affecting the video game scene.

This issue:

SUPER HARDWARE:

NEW HORIZONS OR COSTLY MISTAKES?

Holy hardware wars! An invasion of super consoles is on the way. It seems that every big computer and electronics company has lined up a new black box, designed to take games into a dimension that they reckon will blow our minds. *STC* has already mentioned Sega's new wonder machine, Saturn, and the new Mega Drive 32X. Atari's so-called '64-bit' Jaguar is starting to appear in shops throughout the U.K., and the much-vaunted 3DO system with its super games is 'expected' this autumn. One of the biggest guns in the electonics biz, Sony, have announced their PS-X (PlayStation X), a CD-only multimedia gizmo.

One thing all these new gadgets have in common is the promise to deliver 'arcade quality' games into your homes now or within the next twelve months. But, at around £200 to £300 plus for most of them — and more for the games — will people want them? *STC* went down to the buzzin' arcade basement of London's top toy store Hamleys to check out whether all this new technology will be zapping good news for you, or just another pain in the wallet.

Adam Knight and James Burrows Speakout to STC in Hamelys state-of-the-art arcade section.

13 year old James Burrows from West London commented: 'These new consoles are fine, but what do we do with our old ones and the games we've collected? You could sell them but you wouldn't get much money if all this new stuff's around. It would be expensive to start from scratch again with a new console, but if the games are as good as in this arcade then I'd think about it'.

Martin Willis, aged 14 from Surrey says: 'These new machines are going to be awesome. I've already got a Mega-CD and some of the games on that are unreal. I'm interested in Sega's new console because I've heard that you can still play Sega cartridges and CD's on it. If you can I'll get it as soon as possible'.

Adam Knight, aged 14, from West London told *STC*: 'The games in this arcade are excellent. It would be brilliant if you could get this quality at home, but if I bought one of these new machines I'd be worried that there weren't enough games out on the format. Sega's one will be all right, but the others may not have a big choice of games for a while'.

Rachael Wells, aged 12 from Kent said: 'These new games often have so much going on they're confusing. I prefer simple ones — you know the platform games and others that you feel you can control. Some CD games just go past you too quickly. I think I'll stick to my normal Sega rather than a flash new one with games that are too complicated'.

According to 14 year old Robert Ryan from East London: 'From what I know the Atari is going to be the most powerful machine. 3DO is good but there aren't many games out on it. The others I don't know about. Atari will eventually bring millions of games out and some of the reviews for the games already out make them look excellent'.

A final comment came from David Edwards, aged 13 from Kent: 'What I've seen on these new consoles looks good, but I think I'll wait until they're all out so I can see which one is going to be most popular. Then I'll try and get that one'.

So there you have it, master blasters, this new hunky hardware looks like it will be a big hit with you. The usual worries are: price, which machine will be the biggest hit and a 'must have', and also the compatibility of your existing stocks of software on any of the machines. With only the Sega 32X-bit system capable of continuing on a format, this machine looks set to thrive. However, with all of the consoles screaming arcade quality gameplay at us before the end of the year, maybe one or two of these machines will be hailed as the next generations ace piece of hardware.■

Face of the future? Mega Drive 32X add on.

It's tough at the top!!!

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Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

ETERNAL CHAMPIONS SPECIAL PART 1

MD

STC's series based on this amazing Sega game has proved really popular. So much so, we've grabbed hold of *STC* game guru David Gibbon and ordered him to produce a special **Eternal Champions** Q Zone for all you Boomers out there — especially those that may have missed *STC's* sell-out 48-page **Eternal Champions Special** earlier this year.

So, while you prepare for action, here's a complete list of the special moves for six of the game's characters, together with tips on defeating them. NOTE: Most of the moves listed in this **Eternal Champions Special** require a 6-button joypad.

PLAYING AGAINST BLADE

Using a very effective art, Blade's main tactic is bad-mouthing the opposition to damage their inner-strength. His physical presence and fast moving actions can then take full advantage of any loss in concentration on the part of his opponent.

His best move is the **Wild Fury Attack**, which fires a flurry of ten fast and swift punches into the chest of the opponent. His Tracking Blade can also cause devastation as it hovers in the air for a couple of seconds, before homing in on the unfortunate target.

Blade is a powerful character with only perfectly-timed combinations having a real chance of defeating him. Once he gets in front it's very hard to come back against him. Make sure you hit him early and hard.

The character with the most chance of defeating Blade is Jetta. Her fast speed gives you the chance to outsmart Blade's brawn. Midknight's overhead stomach punch can also prove effective against bigger foes, while the sheer strength of Slash always has a chance against Blade.

Blade & Jetta in the Battle room

BLADE

Profile:
Full Name.....Jonathan Blade
Occupation.....Bounty Hunter
Time Period.....2030 AD
Fighting Style....Kenpo

SPECIAL MOVES

1. **Straight Blade:** Move away from opponent for five seconds then press buttons Y and Z together.
2. **Stun Beam:** Move away from opponent then move forward and press Z.
3. **Electrostatic Punch:** Press the X button at anytime.
4. **Power Punch Up:** Push Down and press C.
5. **Piledriver:** Push Up and move toward the opponent and press C.
6. **Truncheon Kick:** Press the C button at any time.

BEST MOVES

1. **Wild Fury Attack:** Don't move! Just press A, B and C together.
2. **Tracking Blade:** Move away from the opponentfor five seconds then press X and Y together.

JETTA

Profile:
Full Name.....Jetta Maxx
Occupation.....Circus Acrobat
Time Period.....1899 AD
Fighting Style....Savate and Pencak Silat

PLAYING AGAINST JETTA

Jetta (one of the fastest characters in the game) bases all her attacks on speed. She approaches enemies with such pace that it seems hard to stop her. If you get trapped in the corner, she'll inevitably use the **Cartwheel Attack** to keep you there.

If you can get a few good blows in early, it makes her easier to defeat as her biggest weakness is the inability to recover quickly from hard blows. If you get ahead she'll find it difficult to recover.

Use characters who have moves which stun or immobilise their opponents if you want to defeat Jetta. Xavier and Midknight, for example, both have these type of moves. Shadow can also be effective as she can weaken Jetta in an aerial battle.

SPECIAL MOVES

1. **Flying Choke Hold:** Move away from your opponent for five seconds then edge forward while pressing Z.
2. **Death Dive:** Press C while standing still at any time.
3. **Moving Corkscrew**: Spin right by pressing B and C. Now spin left by pressing A and B.
4. **Bladerang**: Move away from your opponent for five seconds then edge forward and press X and Y.
5. **Ricochet**: Move away and press Up and A or C.
6. **Cossack Throw:** Get close up to your opponent and press Z.

BEST MOVES

1. **Flying Torpedo**: Push Up and move towards opponent and press Z.
2. **Cartwheel Attack**: Stand facing the opponent and continually press C.

Ex-Russian revolutionary Jetta Maxx versus Shadow.

Larcen in action.

LARCEN

Profile:
Full Name.....Larcen Tyler
Occupation.....Ex-Cat Burglar
Time Period.....1920AD
Fighting Style....Praying Mantis and Kung Fu

PLAYING AGAINST LARCEN

This guy is one tough opponent. His great strength is the ability to deflect any incoming fireballs and other projectiles back at the aggressor. He also performs this at double speed, so there's no chance of escape.

As Larcen has a deadly punch and a good method of throwing, it is best to use characters with agility and strength against him. The characters must also have plenty of variation in their attack, as relying too heavily on projectiles will quickly become unstuck.The best opponents are Midknight, Rax and Trident as these are the ones who have the greatest chance of success using their individual fighting styles.

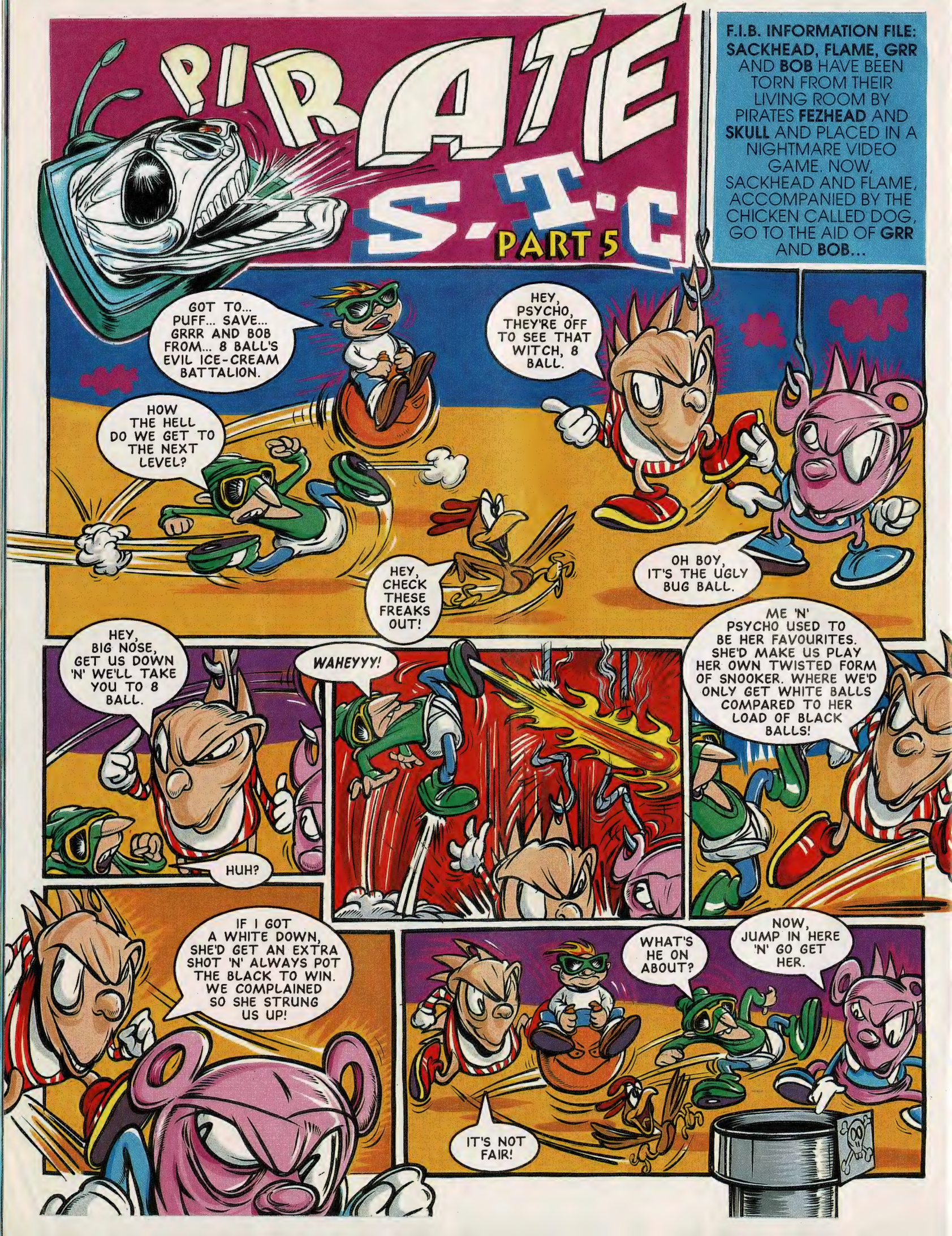
SPECIAL MOVES

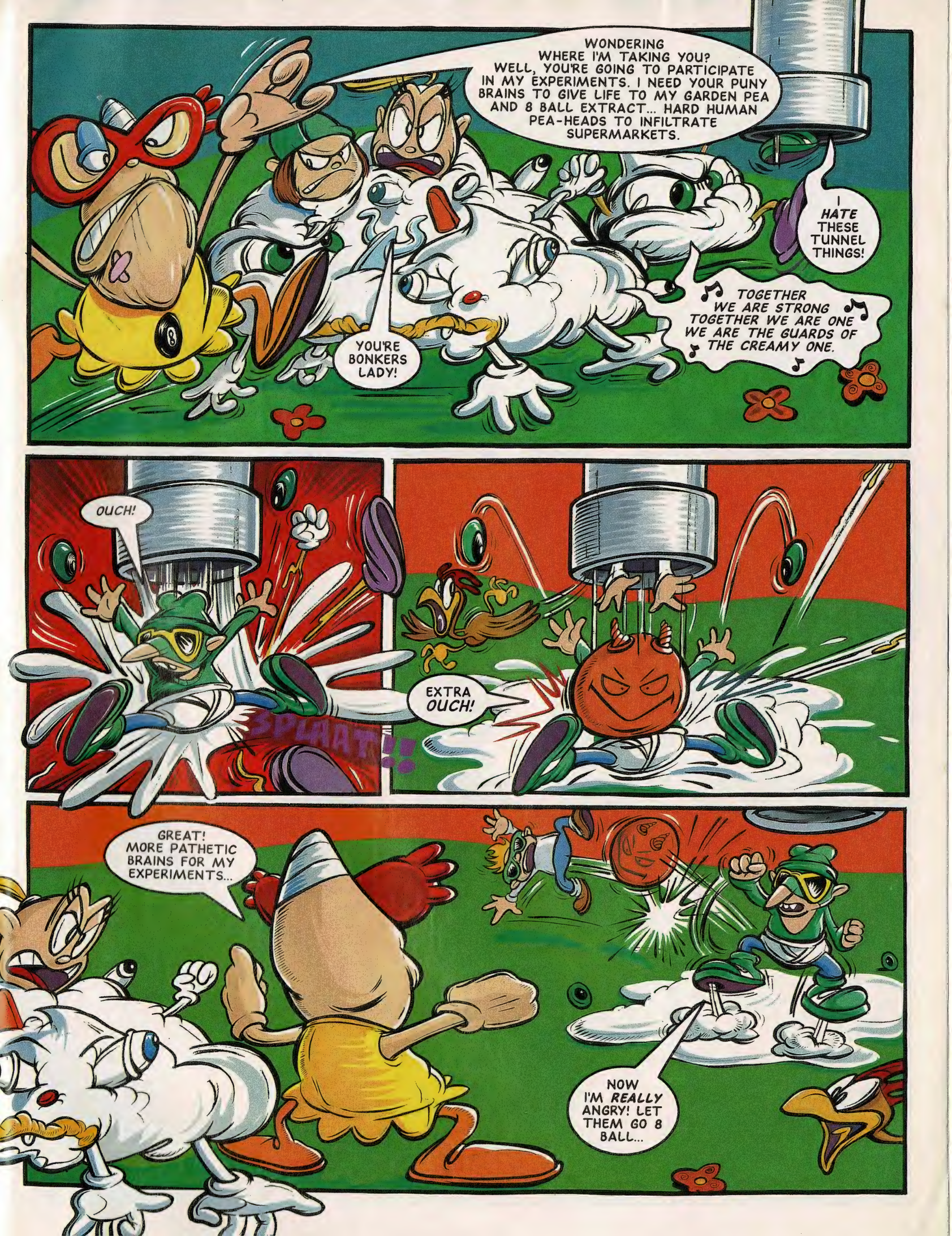
1. **Ceiling Crawl**: Press Down on the joypad for one second then press Up and C.
2. **Ceiling Drop**: When on the ceiling press Down and Yor Z on the joypad.
3. **Power Sweep:** Press and hold A, Y and C on the joypad.
4. **Swinging Hammer Fist:** Press and hold X, Y and Z.
5. **Air Sweep**: Press and hold A and C on the joypad.
6. **Foot Sweep**: Press Down on the joypad and press and hold B and C.

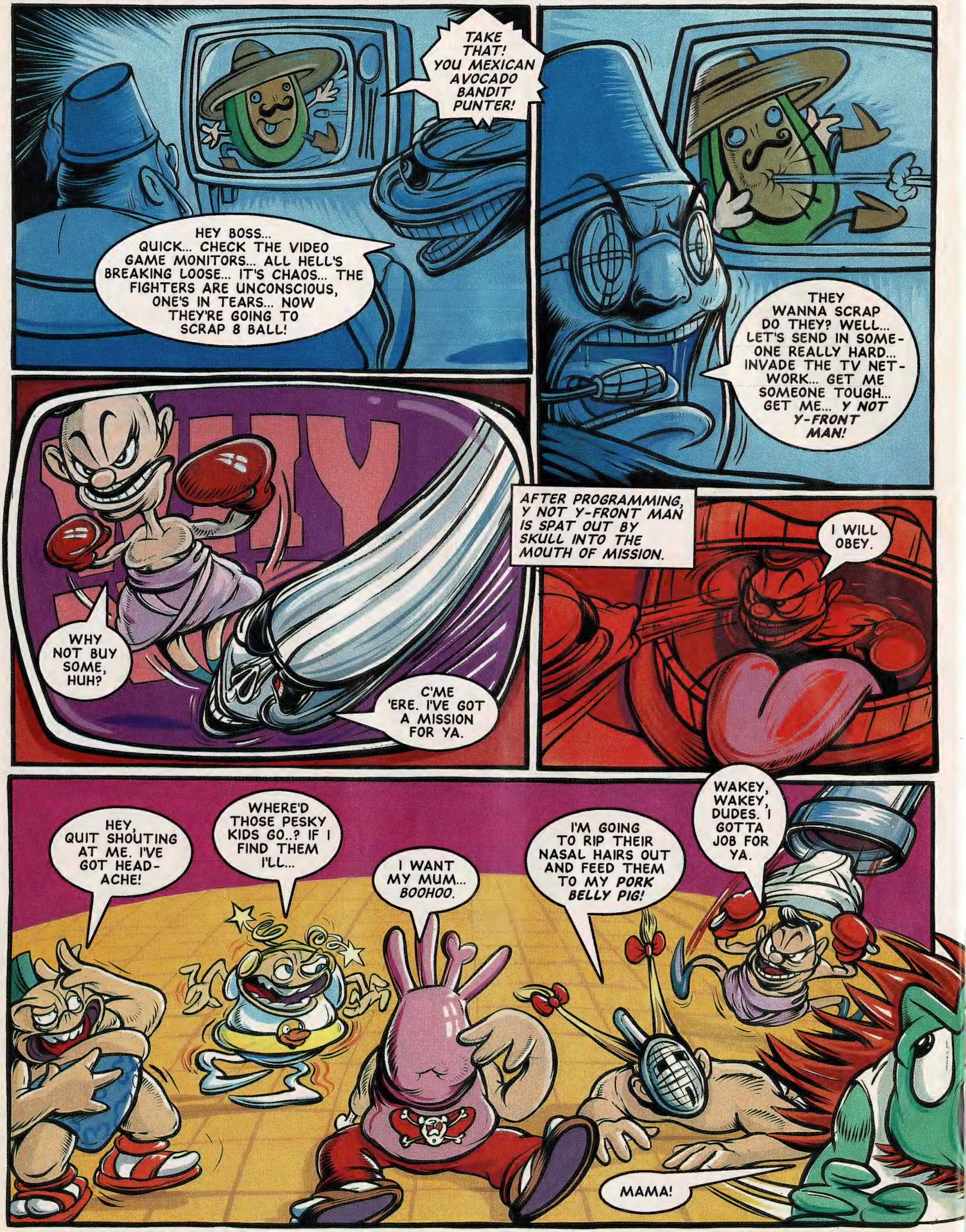
BEST MOVES

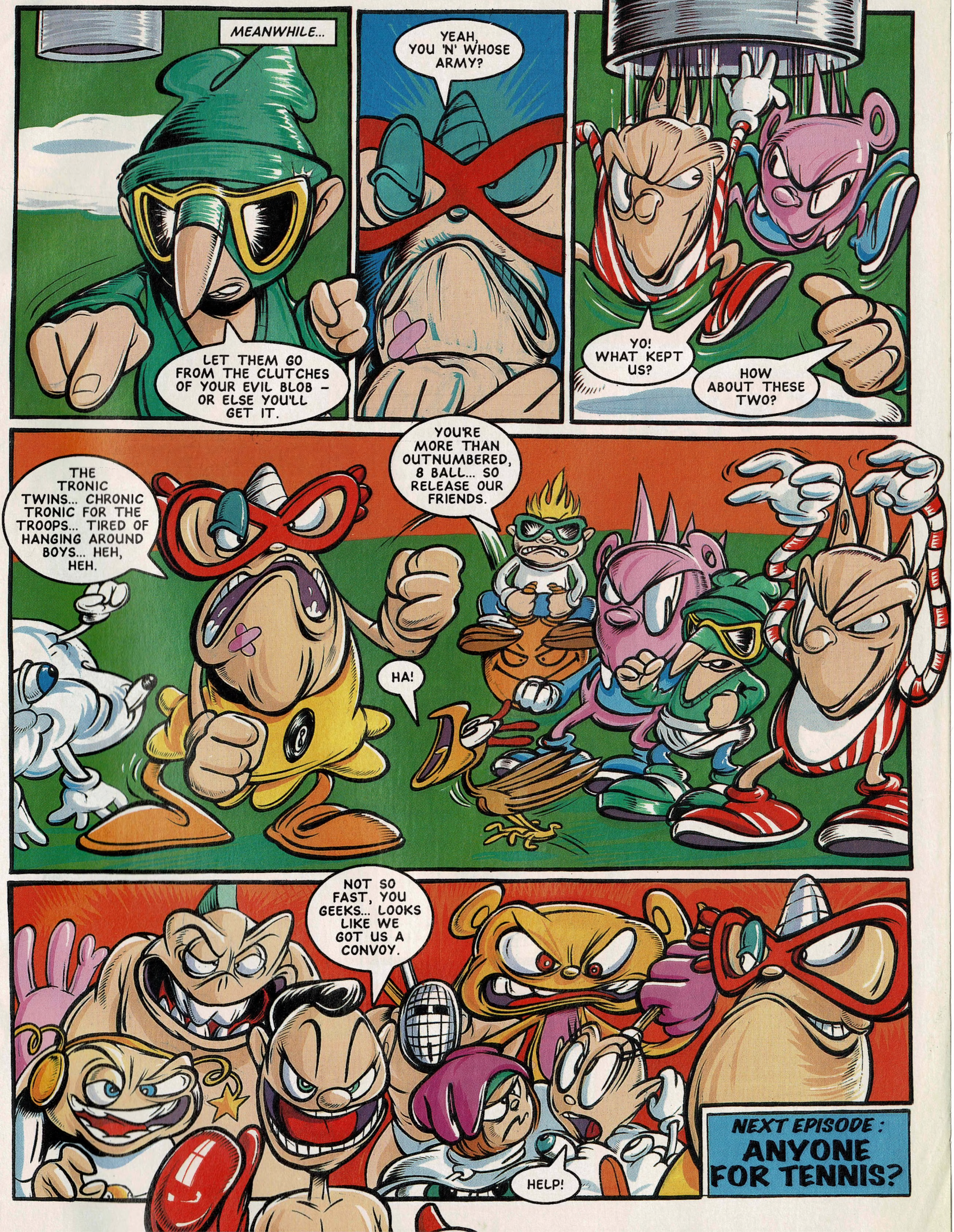
1. **Reflect Projectiles:** Move away from opponent and press X.
2. **Sai Throw:** Move back from your opponent for five seconds then forward and Y.

NEXT ISSUE: MORE ETERNAL CHAMPIONS SECRETS REVEALED.

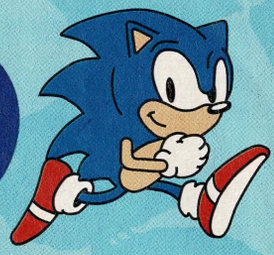

PIRATE S.T.I.C
PART 5
F.I.B. INFORMATION FILE: SACKHEAD, FLAME, GRR AND BOB HAVE BEEN TORN FROM THEIR LIVING ROOM BY PIRATES FEZHEAD AND SKULL AND PLACED IN A NIGHTMARE VIDEO GAME. NOW, SACKHEAD AND FLAME, ACCOMPANIED BY THE CHICKEN CALLED DOG, GO TO THE AID OF GRR AND BOB...
GOT TO... PUFF... SAVE... GRRR AND BOB FROM... 8 BALL'S EVIL ICE-CREAM BATTALION.
HOW THE HELL DO WE GET TO THE NEXT LEVEL?
HEY, PSYCHO, THEY'RE OFF TO SEE THAT WITCH, 8 BALL.
HEY, CHECK THESE FREAKS OUT!
OH BOY, IT'S THE UGLY BUG BALL.
HEY, BIG NOSE, GET US DOWN 'N' WE'LL TAKE YOU TO 8 BALL.
HUH?
WAHEYYY!
ME 'N' PSYCHO USED TO BE HER FAVOURITES. SHE'D MAKE US PLAY HER OWN TWISTED FORM OF SNOOKER. WHERE WE'D ONLY GET WHITE BALLS COMPARED TO HER LOAD OF BLACK BALLS!
IF I GOT A WHITE DOWN, SHE'D GET AN EXTRA SHOT 'N' ALWAYS POT THE BLACK TO WIN. WE COMPLAINED SO SHE STRUNG US UP!
WHAT'S HE ON ABOUT?
NOW, JUMP IN HERE 'N' GO GET HER.
IT'S NOT FAIR!


WONDERING WHERE I'M TAKING YOU? WELL, YOU'RE GOING TO PARTICIPATE IN MY EXPERIMENTS. I NEED YOUR PUNY BRAINS TO GIVE LIFE TO MY GARDEN PEA AND 8 BALL EXTRACT... HARD HUMAN PEA-HEADS TO INFILTRATE SUPERMARKETS.
I HATE THESE TUNNEL THINGS!
TOGETHER WE ARE STRONG TOGETHER WE ARE ONE WE ARE THE GUARDS OF THE CREAMY ONE.
YOU'RE BONKERS LADY!
OUCH!
SPLAAT!!
EXTRA OUCH!
GREAT! MORE PATHETIC BRAINS FOR MY EXPERIMENTS...
NOW I'M REALLY ANGRY! LET THEM GO 8 BALL...


TAKE THAT! YOU MEXICAN AVOCADO BANDIT PUNTER!
HEY BOSS... QUICK... CHECK THE VIDEO GAME MONITORS... ALL HELL'S BREAKING LOOSE... IT'S CHAOS... THE FIGHTERS ARE UNCONSCIOUS, ONE'S IN TEARS... NOW THEY'RE GOING TO SCRAP 8 BALL!
THEY WANNA SCRAP DO THEY? WELL... LET'S SEND IN SOMEONE REALLY HARD... INVADE THE TV NETWORK... GET ME SOMEONE TOUGH... GET ME... Y NOT Y-FRONT MAN!
WHY NOT BUY SOME, HUH?
C'ME 'ERE. I'VE GOT A MISSION FOR YA.
AFTER PROGRAMMING, Y NOT Y-FRONT MAN IS SPAT OUT BY SKULL INTO THE MOUTH OF MISSION.
I WILL OBEY.
HEY, QUIT SHOUTING AT ME. I'VE GOT HEADACHE!
WHERE'D THOSE PESKY KIDS GO..? IF I FIND THEM I'LL...
I WANT MY MUM... BOOHOO.
I'M GOING TO RIP THEIR NASAL HAIRS OUT AND FEED THEM TO MY PORK BELLY PIG!
WAKEY, WAKEY, DUDES. I GOTTA JOB FOR YA.
MAMA!


MEANWHILE...
LET THEM GO FROM THE CLUTCHES OF YOUR EVIL BLOB – OR ELSE YOU'LL GET IT.
YEAH, YOU 'N' WHOSE ARMY?
YO! WHAT KEPT US?
HOW ABOUT THESE TWO?
THE TRONIC TWINS... CHRONIC TRONIC FOR THE TROOPS... TIRED OF HANGING AROUND BOYS... HEH, HEH.
YOU'RE MORE THAN OUTNUMBERED, 8 BALL... SO RELEASE OUR FRIENDS.
HA!
NOT SO FAST, YOU GEEKS... LOOKS LIKE WE GOT US A CONVOY.
HELP!
NEXT EPISODE: ANYONE FOR TENNIS?

SPEEDLINES

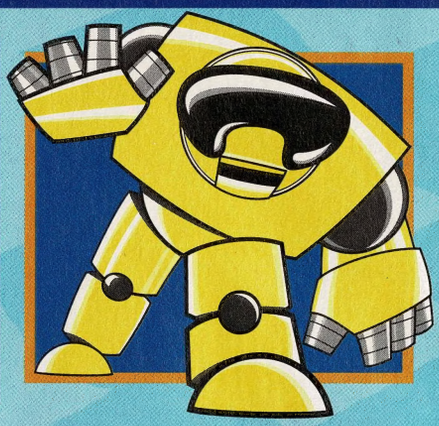


Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

If you can keep your head ... Decap Attack returns in STC 34.

Paul Wearing, Yate (nr Bristol). MS 2 owner.
Sonic Water Fun Game Winner.

STC DIY

Dear STC,

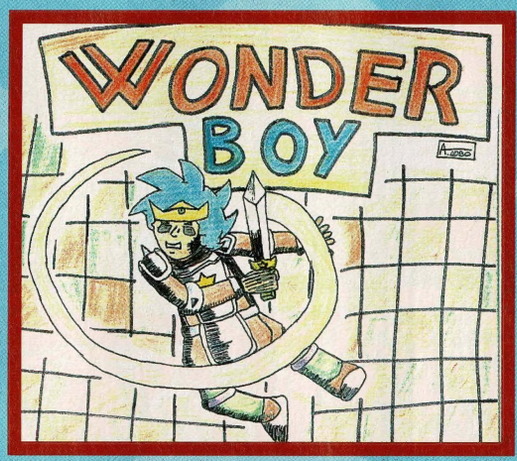
Thank goodness you included a free giant size poster in issue 28 of *STC*. It was extremely handy in hiding the peeling wallpaper in my bedroom!

Sarah Owen, Dyfed, Wales.
MD owner.
Sonic Water Fun Game Winner.

Of course, Sarah, your disintegrating wallpaper was the reason behind the free gift.

That Boy Wonder ...

Albert Lobo, c/o Cardiff, Wales. MD owner.
Sonic Water Fun Game Winner.



Summer Sneeze

Dear STC.

I have suffered from that dreaded summer ailment hay fever since I was seven. I sneeze constantly, my eyes and throat itch and I feel totally miserable. I avoid going outside because this makes me even worse. It also means I'm stuck in the house with nothing to do. Please can you send me a Sonic Water Fun Game to keep me occupied?

Peter Heard, Tredworth, Gloucester.
MD & GG owner.
Sonic Water Fun Game Winner.

A couple of the humes-who-think-they're-in-charge around here also have snot - sorry - have hayfever. You should see the 'snowman' that's been constructed from the discarded tissues.

Odd Shoes

Dear STC,

How is it that on the cover of Adventures of Sonic Hedgehog 1 the soles of Sonic's shoes are red, while on the cover of Adventures of Sonic the Hedgehog 2 the soles are white?

Daniel Richards, Keynsham, Bristol. MS owner.
Sonic Water Fun Game Winner.

Well spotted, Daniel -- why don't you colour in the soles yourself when you get a spare minute from all that nit-picking.

Into The Valley

Dear STC,

Why is it that on Sunday mornings Sonic fans in England (and Scotland?) get to watch the cartoon version of *Sonic the Hedgehog*, while us viewers in Wales have to watch a silly puppet show called 'Slot Sul'? A Welsh translated version of the Sonic cartoon would be much better than the current programme.

Cheryl Hughes, Dyfed, Wales.
Sonic Water Fun Game Winner.

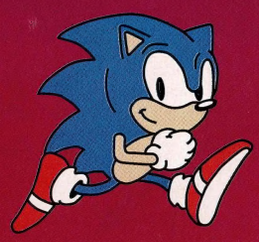
A multi-lingual Sonic, eh, Cheryl? Since STC is translated into Dutch, French, German and Italian, I don't see why the humes in control can't come up with a Welsh speaking Sonic.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

SUBSCRIBE TO S.T.C. NOW!



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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

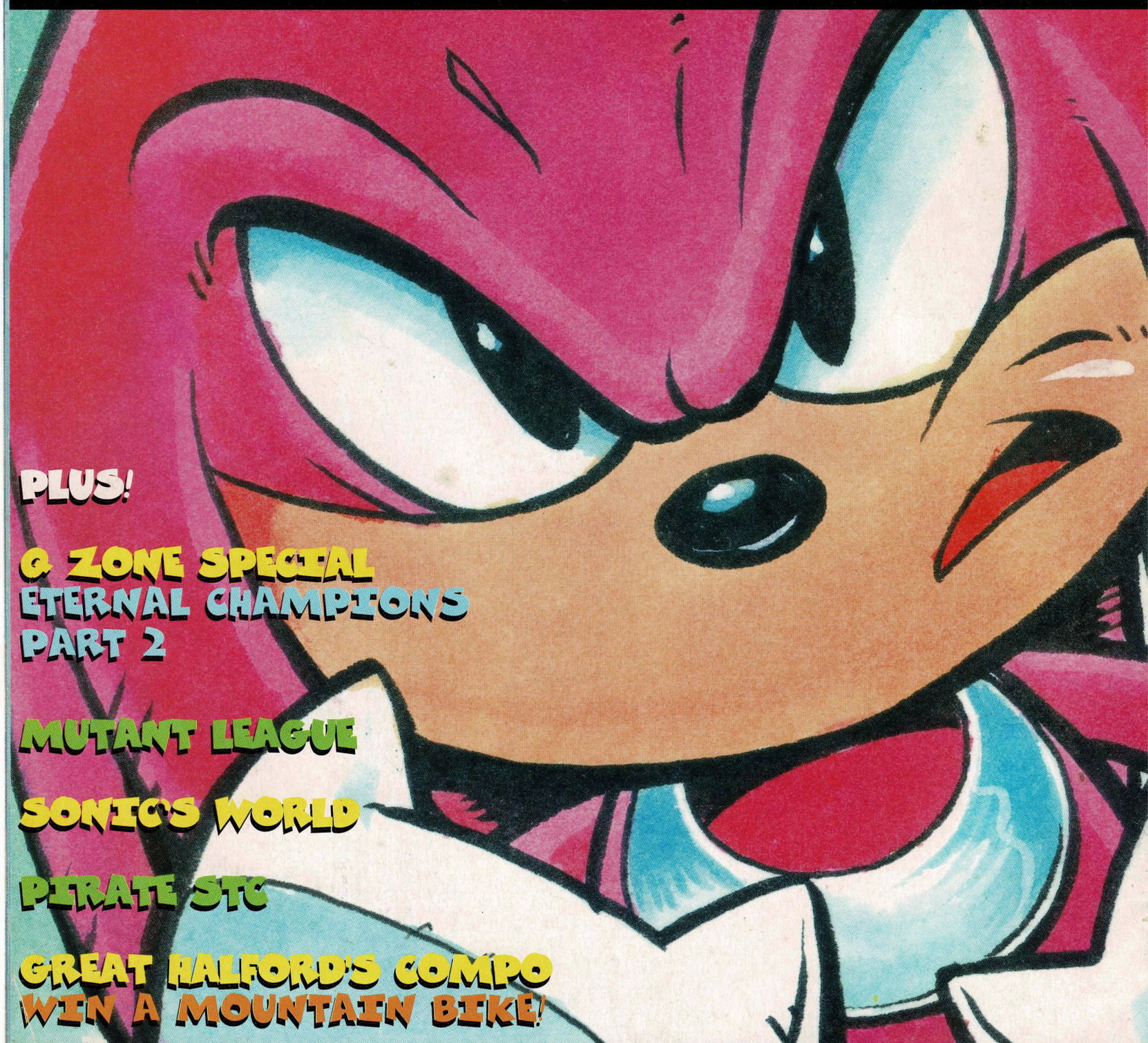
3.....

HOW DO YOU RATE ISSUE 32 OF STC?

☐ %

SHOCKWAVE!
ENTER KNUCKLES!

IS IT A TREMOR? IS IT AN UPHEAVAL? IS IT AN EARTHQUAKE?
NO — IT'S FAR WORSE! KNUCKLES IS COMING TO *STC* —
AND SONIC'S IN FOR THE SHOCK OF HIS LIFE!
IT'S THE STORY YOU DARE NOT MISS!



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